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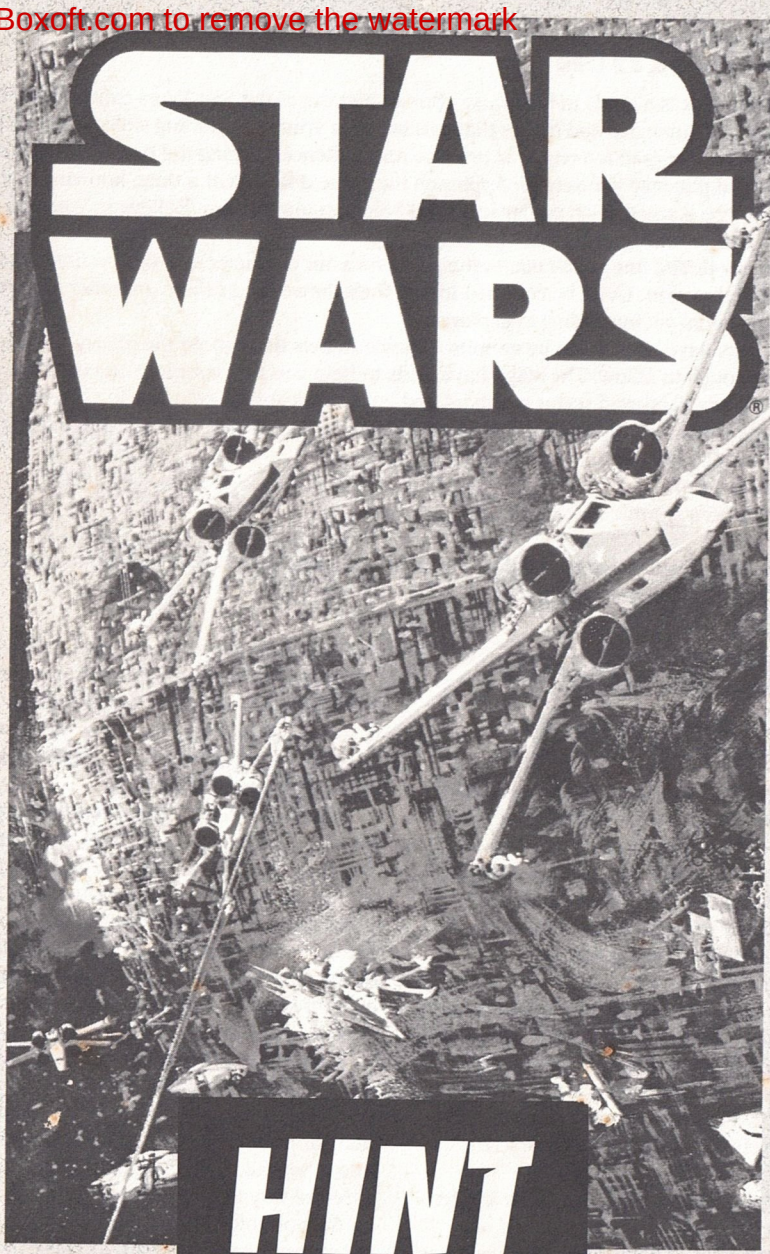
STAR WARS®



HINT BOOK

INTRODUCTION

This hintbook is a guide to help raise your awareness of the Star Wars game. It will give you tested strategies and tactics that can improve your own gaming skills. The two most important things to remember is practice and patience. Getting the timing down is a necessity, but patience is essential. Approach the game one area at a time, knowing that the techniques you learned in an earlier level will help you out later on. Believe in yourself, and may the force be with you always.

There is a dotted line which marks the paths for your character to follow to finish the objective of that area. Don't be confined to just these however, as there are other areas that are non-essential yet interesting to explore.

The maps have been made by various Alliance Rebels throughout the galaxy, but are accurate enough to follow. The maps have grids to help you find your location on them. A lot of maps have assigned sector numbers and letters to follow to help clarify certain sections of the game. Throughout the hintbook, references to specific areas are made using these same sector coordinates.

- hone your skills
- practice on a specific task at a time
- have faith
- the hintbook is designed to take you through the game in the order most optimum to getting through the whole game...

GENERAL SKILLS AND STRATEGIES

B-Run / Jumping: By holding down the B-button on the controller and pressing left or right on the directional part of the controller, you'll be able to move your character at accelerated speeds. This will be very useful in simply getting around the various levels and avoiding the enemy. Also, by performing a B-Run and jump (A-Button) you'll be able to leap much further. In addition, if you hold down the A-button simultaneously with a B-Run and jump, you'll be able to leap your character over even greater distances. This skill isn't really needed until later levels, but it's still a good practice method.

If You Can't See It, Shoot It: It's generally a good idea to shoot first and ask questions later. If you find yourself in areas where you can't see that far ahead of you, just constantly shoot your weapon in the direction of your travel. You have unlimited ammo, so use it!

Avoid Everything: Since any contact with an enemy results in severe damage and possible loss of a character, one fundamental strategy is to simply avoid or run past everything you can. If you don't need to kill it, avoid it. Jump or B-Run your way around it, as you don't get rewards for killing things, only completing tasks.

Leaps O' Faith: There are several spots where your character will have no clear place to run or jump. Trust your feelings, let go, and make a jump into the unknown. Since you don't know what's going to be on the other end of your leap, land with your blaster shooting. And be prepared to jump over any bullets, missiles or projectiles as soon as you land.

Fast But Not Too Fast!!: There are several areas where you'll have to move your character quickly across the screen, then stop suddenly to avoid skidding off into a painful, sometimes fatal, hazard. The sure-fire way to stop yourself is to press up on the controller while the character is on the ground (not in mid-air, jumping or falling). Precise movements are crucial in some spots, so use this stopping power to your advantage.

Don't Fall!: You will sustain a large amount of damage if your character drops or falls any distance. The longer the fall, the

greater the damage. Whenever possible try to find another path or platform before making a plunge.

Regeneration: When you exit and re-enter an area, most of the creatures, Extra Lives, shields, and Health Spheres will regenerate themselves and be in the same locations they were in before. This can be used to your advantage. If you become proficient with an area, and it contains a shield and an Extra Life, it would be a wise strategy to continue going through that area until you've reached your limit. You can also fill up your character's Health Meter with a single Health Sphere by having each different character take their turn picking up a Health Sphere, leaving the area, and returning.

- Maximum amount of Millennium Falcon™ Shields = 8
- Maximum amount of Extra Lives = 7

Patience: Lastly, the best thing to keep in mind is to just relax and be patient. There is no timer to worry about, so you have all the time you'll need to watch for patterns and plan your next moves carefully.

THE HEROES

Luke SkyWalker™: Your main character throughout the game. When you've lost all of your Luke lives (displayed in the upper right hand corner of the screen), that game is over (but you may choose to resume where you left off if you still have continues left). Luke can use either his blaster or the lightsaber once he's picked one of them up.

C-3PO™: Your tall protocol droid and friend will give you any information he may have on an area and will help in translating what R2-D2 has to say.

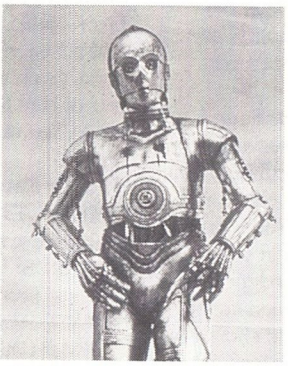
R2-D2™: After rescuing him from the Jawa's™ Sandcrawler in Tattooine desert,™ R2-D2 can help you out in many ways. First, if you bring him with you to see Obi-Wan Kenobi, he'll convince old Ben to join you on your journey. Later on, R2-D2 can give you maps of the Death Star,™ also provided here in this book, and will regenerate as many shields as he can while you approach the Death Star in your X-Wing!

Obi-Wan Kenobi™: Obi-Wan Kenobi resides in a dark and dangerous cave on Tattooine desert (Cave 5), and can help you a lot in your journey. Obi-Wan will give Luke his father's lightsaber and, if you have R2-D2, he'll come with you. Obi-Wan can use the force in powerful ways and will resurrect Han Solo and/or Princess Leia™ should they get killed in the action. To do this you move the cursor to Obi-Wan in the Select screen and press A. He can only perform this feat five times throughout the game.

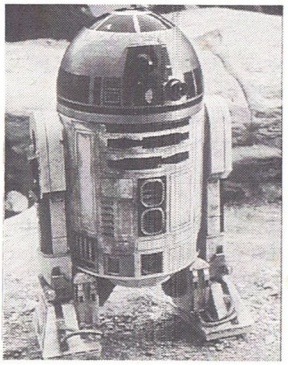
Han Solo™: Found at his favorite hangout spot in the galaxy, the Cantina in Mos Eisley, the captain of the Millennium Falcon can be a very strong ally to have. His blaster will do more damage than anyone else's and he can take more damage than everyone else. This makes him extremely helpful against the Tractor Beam and the Trash Compactor Monster in the Death Star.

Princess Leia™: Kidnapped and held captive in Cell block 1138, Princess Leia

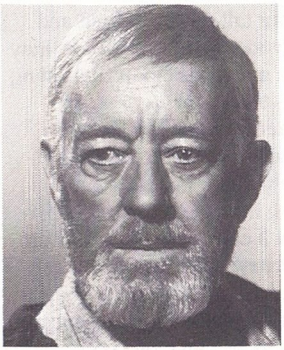
Luke SkyWalker



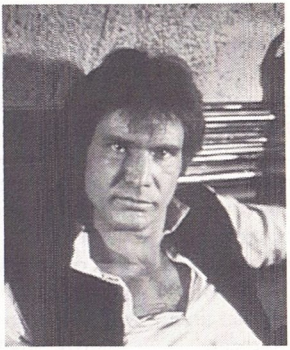
C-3PO



R2-D2



Obi-Wan Kenobi



Han Solo

Princess Leia

will join your team and help you escape from the Death Star. She can jump further than Han or Luke so she's very useful in the Trash Compactor (After), where far leaps will make or break you.

HELPFUL ITEMS

Faster Blaster: Found in the Blue Cave on Tattooine at the end of the cave (Sector 1-F), this weapon will replace Luke's old gun and allow him to shoot at a faster rate.

LightSaber™: Obi-Wan Kenobi has been holding onto this for you for a while and he will give it to you if you visit him at Obi Wan's cave located in the lower left portion of the cave (Sector A-4). This is an extremely powerful weapon and will destroy some enemies with a single stroke. The shortcoming is that you have to be within close proximity of your chosen target, which can prove dangerous in itself. You can also use the weapon of a Jedi Knight™ for deflecting some laser blasts by swinging the blade at the blasts. Be careful of this: If the bullets are close enough together a stray shot might find its home, in Luke!

Millennium Falcon™ Shields: Found throughout Tattooine in the Caves and in Docking Bay 94, these shields will help you survive the Asteroid Field you'll encounter once leaving the desert planet. You can collect a maximum of eight shields in your inventory, and each shield is good for about two hits from an Asteroid. So if you collect your maximum, the Asteroid field should be easier than shooting Womp-Rats back home.

Health Spheres: These are found throughout the game and will replenish the character who picks one up by 8 health points.

Mini-Health Spheres: Same as the larger ones, but the increase is only by 3.

Extra-Lives: Found in secret locations throughout the galaxy, each one of these lives picked up gives you an extra Luke life to continue with your battle against the Empire. You can have a maximum of 7 extra lives in your inventory at any given time.

AREA BY AREA

TATTOOINE DESERT™

The basic goals when you first arrive on Tattooine desert are to retrieve the R2 unit from the Jawas, find Obi-Wan Kenobi and convince him to join your crew, acquire shields to be used in the Millennium Falcon, and build up your supplies by getting Extra Lives, Health Spheres, Luke's lightsaber, and a Faster Blaster. Once all of this is done, go on to Mos Eisley where you can recruit Han Solo in the Cantina, and board the Millennium Falcon located in Docking Bay 94.

1 *Blue Cave:*

OBJECTIVE: To reach the end of the Cave and retrieve the Faster Blaster.

HAZARDS: Dripping acid, and spikes along the cave floor.

STRATEGIES:

- This is the first cave you encounter, and

contains the Faster Blaster for Luke. Be careful not to rush through, but simply time your movements according to the drips.

▸ Watch out for the spikes underneath, but should you land on some, you can survive the fall, but you have to be fast! Jump as quickly as you can to the nearest safe platform to save yourself.

▸ The Gun (located at Sector F) will allow Luke to fire more blasts in the same amount of time as his standard gun. (Very useful in later levels...)

2 Green Cave North:

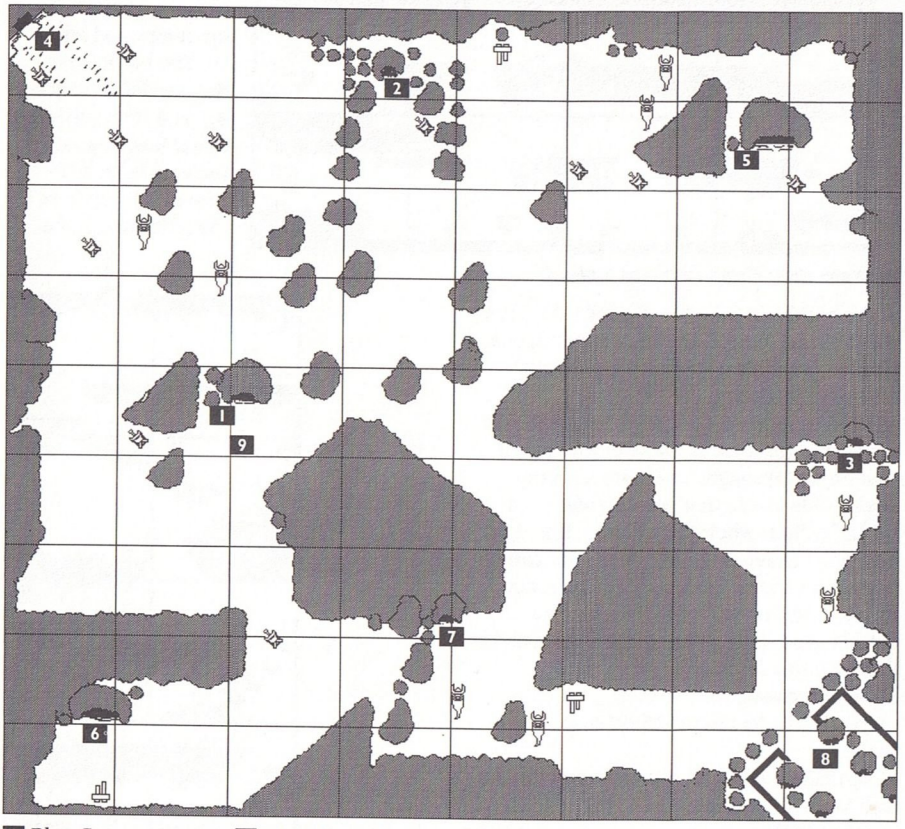
OBJECTIVE: To collect a Millennium Falcon Shield.

HAZARDS: Womp-Rats, Dripping acid, and spikes.

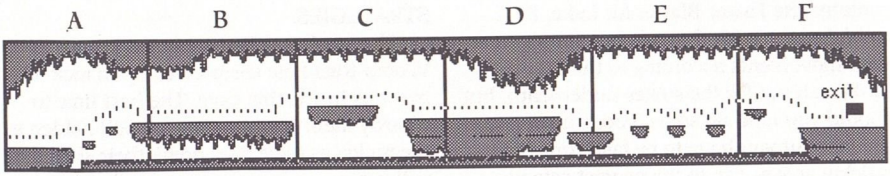
STRATEGIES:

▸ The small dog-like creatures known as Womp-Rats hole themselves up in rock formations inside this cave. The best time to destroy them is while they are still hidden in the rocks, as once they break their shell they will run around you at fast speeds, biting fiercely!

▸ You can tell a Womp-Rat is ready to strike when you see the rocks quiver and shake. However, attack them from a distance as the rocks themselves can also cause damage. If a Womp-Rat does escape and is running free, do what you can to either shoot it first or get as much distance between you and it. The rats aren't very intelligent and have been known to kill themselves on the bony spikes below.



1 Blue Cave
2 Green Cave North
3 Green Cave East
4 Sandcrawler
5 Obi-Wan's Cave
6 Purple Cave
7 Brown Cave
8 Mos Eisley
9 Start of Game
Banthas
Radar Turrets
Gun Emplacements



1 Blue Cave with Gun

3 Green Cave East:

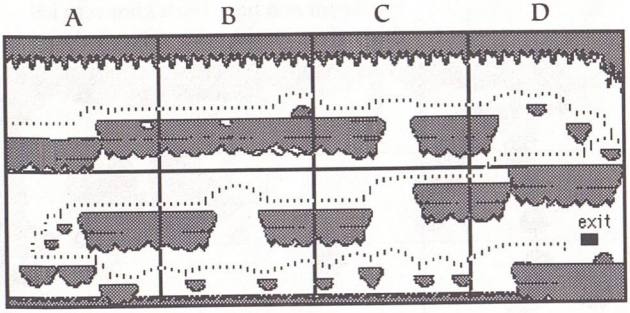
OBJECTIVE: Acquire as many Millennium Falcon Shields as possible, sustaining as little damage as possible.

HAZARDS: Space slugs, dripping slime, and spikes.

STRATEGIES:

▸ The Millennium Falcon Shield is located in the middle of the cave (Sector 2-A). Try to shoot ahead to take care of as many Space Slugs as possible as you make your way down the platforms.

▸ This cave is the best place to get shields for several reasons. It is one of the easiest caves to get through. There are so many health pills inside that you can often exit healthier than when you entered. It is right near Mos Eisley and, best of all, you can go through as many times as you like. Each time a fresh set of Health Spheres and shields (and giant green space slugs) will be there waiting for you.



2 Green Cave North (contains 1 shield)

4 Sandcrawler™:

OBJECTIVE: To rescue R2-D2 from the Jawas.

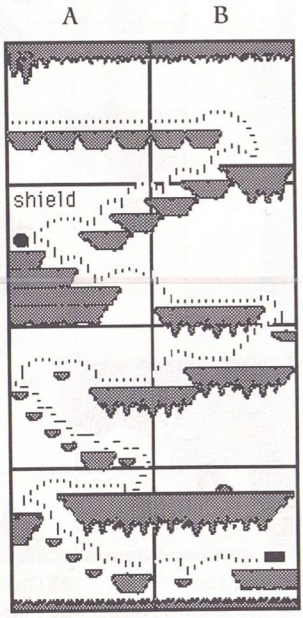
HAZARDS: Jawas, an assortment of droids, and Metal Crunchers.

STRATEGIES:

▸ R2-D2 is located in the upper right hand corner (Sector 1-H). Work your way up through the maze of chutes and ladders, to rescue him. Don't get distracted by the Health Spheres that are located on the left half of the Sandcrawler. You shouldn't need them, and trying to get them may result in more pain than gain.

▸ There is a Jawa on the platform by the first ladder (Sector 4-F). Climb halfway up the ladder, wait for him to shoot his weapon, then move up, jump, and attack.

▸ The platform in the middle of Sector 4-E can be reached by either jumping from the very edge or B-Run and jump from the platform on the



3 Green Cave East by Southeast (contains 1 shield and 2 health)

right. Continue upwards from the middle platform to the Vacuum Tube on the left.

▸ When you reach the top of the Vacuum Tube in Sector 3-D, move quickly behind the small platform on the right. If you crouch down, you'll be able to duck the Jawa's bullets and blow him away in safety.

▸ Metal Crunchers have different speeds of dropping and raising their deadly lower halves. Proceed through these areas one Cruncher at a time (if possible). There are Crunchers you can't see, located on the first and third platforms in Sector 2-D. Be ready for them to fall and jump past them as they make their way back up.

▸ Use the Conveyor Belts to make you jump farther and run faster through the Sandcrawler. The Vacuum Tubes are sometimes the only way up to an area.

▸ There is an Extra Life in Sector 2-G. It may be more trouble than it's worth however, as some of the Cruncher/Conveyor belt areas you have to pass through to get to it are a bit tricky. Be patient and watch the Cruncher movements, and you'll be able to get through.

▸ When you reach the top of the Vacuum Tube in Sector 1-C, wait for the first Metal Cruncher to drop and start rising up before you B-Run down the Conveyor Belts to the ladder at the end. Otherwise the second Cruncher will smash you to bits.

▸ You can reach the tall platform, located in the upper right hand corner (Sector 1-G), by getting a little help from the Conveyor Belt below. Once you've reached the platform, make a careful jump first to the conveyor belt platform in the middle of the area, jumping as soon as you land on it to the platform with R2. Be careful not to get trapped by the Jawa running on the Conveyor Belt beneath. If you do get stuck, try to use the Belt to jump back up to the tall platform.

5 Obi-Wan's Cave:

OBJECTIVE: To find Obi-Wan Kenobi, get the lightsaber for Luke and convince old Ben to join you on your quest to defeat the Empire.

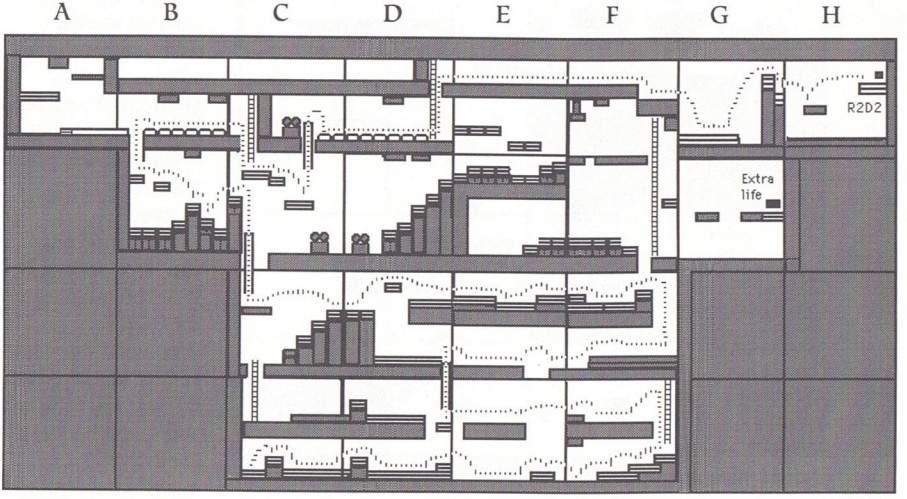
HAZARDS: A swarm of flying insectoids, several Rasta Aliens, and cave spikes.

STRATEGIES:

▸ DO NOT EXPLORE THIS CAVE WITHOUT R2-D2!! Obi-Wan will only join you if you have R2, so save yourself some time and rescue the little droid first.

▸ The bugs are the first creatures encountered, and they come in swarms!! The best tactic here is to simply avoid them, shooting randomly when you can. If you stop to catch your breath they WILL group up and destroy you. There are enough Health and Mini-Health Spheres throughout the cave to restore whatever energy is lost.

▸ There is a hidden section of this cave



4 Jawa Sandcrawler (contains 1 extra life, 4 healths and R2D2)

containing two extra lives, guarded by one Rasta Alien (located in sectors 3-A, and 3-B). The strategy here is to make a leap of faith into what appears to be the left hand wall from the small rock on the right. Walk carefully along, leap over the gap located halfway through the cave, and leap back. Get into a safe position to kill the Rasta Alien (see Rogues Gallery), crouch low, and blast away! Once he's out of the way, cross over the gap again and collect the two Extra Lives waiting for you there.

▸ If you can withstand the onslaught of Bugs and Rasta Aliens, this Cave is a very good place to fill up on Extra Lives. You can carry a maximum of seven lives.

▸ Obi-Wan lives in the furthest corner of his cave (A-4) and keeps some pretty dangerous neighbors nearby (flying insects). Once you reach the bottom floor of the cave, you need to get to Obi-Wan on the far left. The best strategy here is to B-Run and jump from rock to rock, completely ignoring the flying bugs around you, until you land at Obi-Wan's location.

▸ If you're going through this cave again to stock up on Extra Lives, be ready for the Rasta Alien that hangs out by the exit (Sector 4-D). You can either B-Run past him, or crouch down and blast him when you're ready to return to the desert outside.

6 *Purple Cave:*

OBJECTIVE: There are 2 Millennium Falcon Shields, 1 Extra Life and some Health Spheres to be found within this oversized cave.

HAZARDS: Rasta Aliens, bugs, Sandpeople, boulders, and spikes.

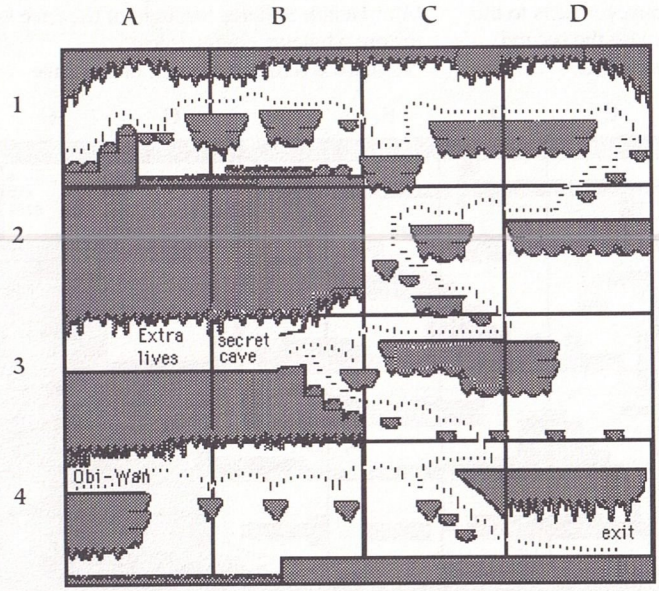
STRATEGIES:

▸ This is the biggest cave on Tattooine, and also one of its most dangerous. It contains two Millennium Falcon Shields and one Extra Life, so it's worth going through, but you may want to try this area after some of your fighting skills have been honed. The two Health Spheres are located in areas right where you'll need them, so be confident but careful!

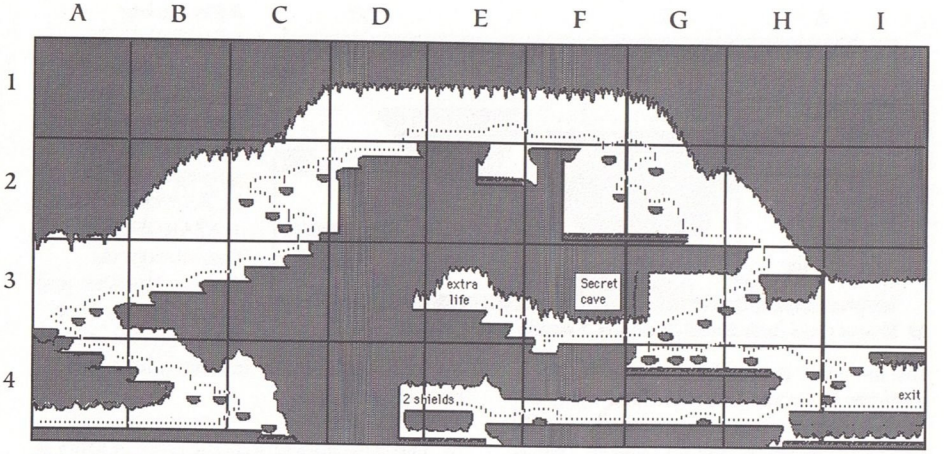
▸ Be ready for the falling boulders, they usually will start coming at you once you reach the top platform of Sector 4-B. You can't destroy them, so just be ready to jump as they come. Be careful though, as the rocks tend to bouncing up off the cave floor and toward your character, even though you might be jumping at the time!

▸ The boulders that come down along the stepped platforms (Sectors 3-A through 3-C) will first appear once you reach the edge of the next platform. It's easiest to just wait for one to come down, jump over it, and then proceed.

▸ In Sector 2-C, you have to do a B-Run and jump from the third rock on the left toward the higher rock on the right. Be sure you time your jump between the dripping acid from the stalagmites



5 *Obi Wan's Cave (contains 1 health, and 2 secret extra lives)*



6 Purple Cave (contains 1 health, 2 shields and 1 secret extra life)

above. From the higher platform continue toward the right with another B-Run and jump, but be ready to make a quick stop on the next platform, or you'll skid off the edge to a painful fall below.

▸ Once you reach the platform after the pit of spikes (Sector 1-F), creep your character over to the right edge until the first flying insectoid comes at you. Destroy him here and proceed carefully, but be ready for another bug to try and knock you off your small perch into the sharp spikes below.

▸ You can land on the skeletal head at the edge of the spikes in Sector 2-G. From here you can jump to the far right of the lower platform, to crouch down and destroy the Rasta Alien waiting for you.

▸ There is a secret cave entrance on the left hand wall of Sector 3-G. To get to it, run and jump off the rock in the middle of the screen. Be careful not to fall onto the spikes below.

▸ The Extra Life is located at the very end of the secret cave in Sector 3-E. It is guarded by a Rasta Alien so be ready to squat down and shoot when you see him.

▸ There is a Sandperson waiting off-screen for you in Sector 4-G. Your best bet is to jump down to the lower platform, shoot to the left, and quickly hop back up to the platform you were just on. From here you have a clear and safe shot to kill the fierce Tusken Raider.

▸ Two Rasta Aliens and another Sandperson guard the two Millennium Falcon Shields located at the end of the cave in Sector 4-E. Move slowly through here, positioning yourself behind the rocks to get a safe distance from which to attack and kill these enemies.

▸ Be ready for the Rasta Alien that hangs out by the exit (Sector 4-I). You can either B-Run past him, or crouch down and blast him when you're ready to return to the desert outside.

7 Brown Cave:

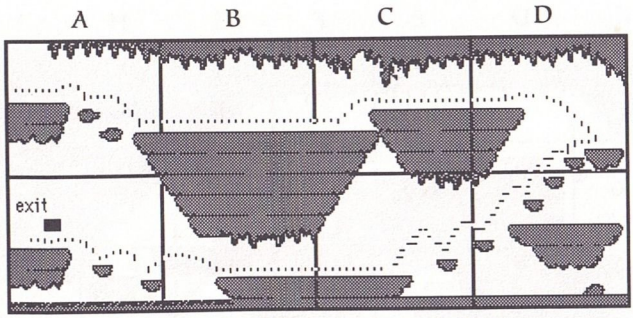
OBJECTIVE: To pick up a Shield for the Millennium Falcon.

HAZARDS: Lots of Sandpeople and a cave floor covered in spikes.

STRATEGIES:

▸ This might be one of the toughest caves in Tattooine desert; prepare yourself to B-Run and jump a lot. By going through, you run the risk of having a group of Sandpeople thrown into a rage and beating you to a pulp with their Gaffi sticks. There are easier places to pick up Millennium Falcon Shields.

▸ To get down to the lower area, approach the first Sandperson (in Sector 1-B) and shoot. Immediately after the first shot, B-Run and jump back to the platform on the left (in Sector 1-A) — getting the Sandperson to follow you. From here you'll be able to shoot at the ferocious Tusken Raider until he's dead. Repeat this process with the second Sandperson in Sector 1-C. Once those



7 ***Brown Cave with Shield (contains 1 health and 1 shield)***

two are gone, proceed to the edge of the platform in Sector 1-C, and shoot away at the Sandperson there. You're too low for his Gaffi stick to reach, and you will be able to make an easy kill of him.

▸ Once on the lower level, you can position yourself into safe positions to attack the Tusken Raiders. The first spot is in Sector 2-C. Don't jump up to the higher platform, just jump in place by the edge of it and destroy the Sandperson there. You can use this same strategy on the second Sandperson by getting him to follow you back to the edge and make the easy kill. Furthermore, you can destroy the two Raiders in Sector 2-D that are guarding the Millennium Falcon Shield, by leading them over to this area, crouching down and shooting from the higher platform.

▸ The exit and Health Sphere can be reached, but it requires a precise B-Run and Stop to make it across the small platforms in Sector 2-A. Once on the second platform, jump and shoot at the Sandperson blocking your way.

Mos Eisley™

Once you've rescued R2, recruited Obi-Wan Kenobi, picked up Lukes' lightsaber, the Faster Blaster, stocked yourself up on Extra Lives (from various caves), and Millennium Falcon Shields (the East Green Cave is easiest), you're ready to proceed into Mos Eisley. You will not find a more wretched hive of Scum and villainy anywhere in the galaxy, but it also serves as home base for Han Solo and his ship, the Millennium Falcon.

Mos Eisley:

OBJECTIVE: To recruit Han Solo at the Cantina, and make your way to Docking Bay 94, spaceport for the Millennium Falcon.

HAZARDS: Imperial Stormtroopers, Bounty Hunters, and Jawas line the Mos Eisley streets, all trying to make your stay in town a little less than pleasant.

STRATEGIES:

▸ The most dangerous character in town is the Boba Fett™ type of bounty hunter. It is probably best to avoid him entirely. Boba Fett is not extremely aggressive unless attacked. If you shoot at him however, he will activate his jet pack and rain death on you from above. If you wish to kill Boba Fett it is a good idea to use the lightsaber or Han's gun.

▸ There is a trick to get past a Bounty Hunter even if you can not jump over him. Boba Fett's gun has a limited range. So, if you shoot at him he will fly upward, and at the top of his flight his shots will not be able to reach you on the ground. At this point run under the shots, quickly the Bounty Hunter will not stay up there for long.

▸ Be ready for the Jawas that drop down from above. The first one comes down at Section I, and the second in Section J.

▸ Another trick to use against the Imperial henchmen at Mos Eisley is to hit them from below. When an enemy is standing on a platform, Luke can stand directly below them, jump up, and hit them with his lightsaber without risk.

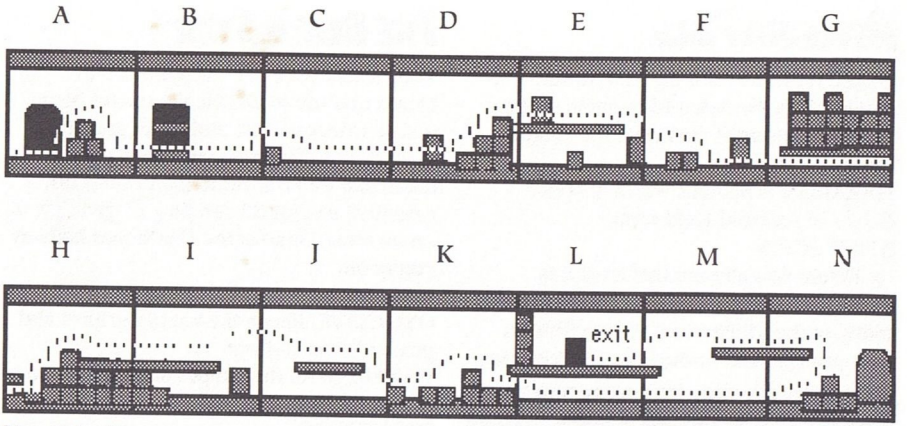
Cantina:

OBJECTIVE: To meet Han Solo and recruit him for your crew.

HAZARDS: A deadly assortment of Purple and Green (Greedo's) Aliens.

STRATEGIES:

▸ The indestructible purple aliens are the most difficult part of the Cantina. The green Greedo's are relatively easy to jump over,



Mos Eisley Street

but unfortunately you usually land in the blaster fire of one of the Purple aliens. The standard trick to jumping over the first purple alien is to jump over it and the Greedo beyond him at the same time. After this point it is just a matter of staying on the upper levels and watching (or just blasting) the Greedos. They have a consistent pacing pattern.

▸ It is also possible to scare off the Purple aliens. All you need to do is rapid fire (the fast gun is needed for this trick) in the direction of the Purple alien before he comes on to the screen. Then you inch forward, while still shooting, one step at a time until you pass the place where the Purple alien usually walks.

▸ Once you have enlisted the aid of Han Solo, use him to get out of the Cantina. If Han dies, he returns to the Cantina (the place to go after a hard day of getting shot at and killed). If Han dies inside the Cantina, the game continues with Luke standing in front of Han, ready to retrieve him again. This way you have infinite lives while you are inside the Cantina!

Docking Bay 94:

OBJECTIVE: To get through the hangar and board the Millennium Falcon.

HAZARDS: A large number of Stormtroopers,™ mounted wall and ceiling blasters, and spikes.

STRATEGIES:

▸ Shooting ahead of yourself is crucial in this section. The first stretch is covered with Stormtroopers blasting away in your general direction. Jump over the ones you can, destroy the ones you can't.

▸ Be patient and wait on the ladders for the Stormtroopers or blasters to fire before going up or down. They always pause a few seconds between blasts; that will allow you to slip by.

▸ There are two Millennium Falcon Shields to be found on this level (Sector 2-G and I-3), but both are fairly well guarded. It is easier to go through the East Green Cave several times to stock up on shields than try to pick them up here. If you do decide to pick these up, remember to time your jumps with the blasts from the guns.

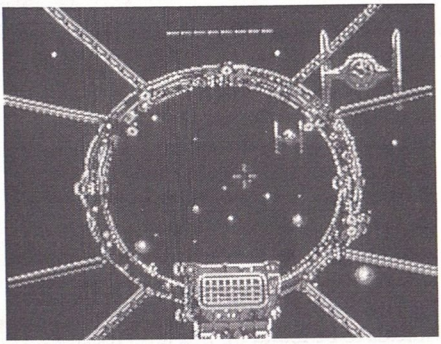
▸ Go to the very top of the ladder in Sector 3-E and wait for the wall mounted blaster to fire before jumping over to the right. Once you land, B-Run and jump over the Stormtrooper that's waiting for you. You have limited time before the wall blaster fires again, and this Stormtrooper is waiting to try and knock you back into the line of destruction.

▸ Even though you're almost at the Millennium Falcon in section 4-G, don't let your guard down as there are several Storm troopers waiting to stop your escape. Moving slowly, shooting as you go combined with a little dodging of Imperial bullets, should get you to the Falcon safely. Once you've reached the rounded cockpit area, press up to get on board and fly out of there!

ASTEROID FIELD

OBJECTIVE: To pilot the Millennium Falcon through the Asteroid remains of the planet Alderaan™, and onto the Death Star.
HAZARDS: A planet's worth of space debris in Asteroid Field form.
STRATEGIES:

▸ Before you attempt this level it is strongly recommended that you pick up as many of the Millennium Falcon Shields that you can find throughout Docking Bay



94 and in the caves of Tattooine Desert. You can pick up a maximum of eight shields that can withstand about two asteroid hits each. With this sort of protection, you should have no trouble surviving the Field.

▸ The secret to piloting the Falcon safely through the planet's rubble, is to direct all of your actions from the center circle of the cockpit. This is the only area that really counts. Steer the ship toward the empty spaces in the field. They almost look like black "holes," one leading right into another. This should provide the Falcon with a safe passage through the Asteroids.

THE DEATH STAR™

Your objectives once you arrive on the Death Star are to disable the tractor beam, rescue Princess Leia, and make good on your escape. The expansive levels in the death star make a trip to the Control Room essential, so that R2 can plug in, giving you an on screen map of the Death Star hallway you're on.

Hangar:

OBJECTIVE: Reach the top of the level and proceed onto Hallway #1.
HAZARDS: All three types of Stormtroopers armed and ready to kill you.
STRATEGIES:

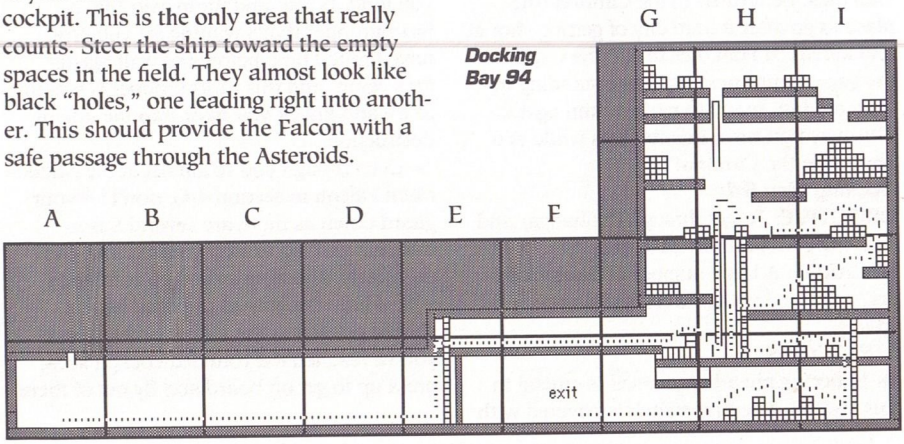
▸ This level is chock full of Imperial Stormtroopers ready and waiting for you. The best strategy is to move slowly through, shooting every step of the way.

▸ There is a Stormtrooper at a mounted gun emplacement at the bottom and top of the first Vacuum Tube (Sector G-4). Time your jump onto it so that you pass through and avoid the cross-fire.

▸ If you hold the A-button down while you're using a Vacuum Tube, you can travel further distances. Move your character swiftly through the area by doing this and steering him with the control pad. Watch for Stormtroopers on the left and right as you make your way up.

Hallway #1:

OBJECTIVE: Plug R2-D2 into the Imperial



Computer Network, and make your way to the Tractor Beam.

HAZARDS: All types of Stormtroopers and Imperial Droids and several places to take nasty falls.

STRATEGIES:

▸ If you have R2-D2 with you, go to the Control Room as soon as you can (located at Sector 5-C). Getting to the computer hook-up on the other side of the room will allow R2 to display maps of the hallways.

▸ This level is the last opportunity to fill up on extra lives. The extra life in Hallway #1 is located at the bottom right of the map (Sector 8-F). It is guarded by a Large Sized Combat Droid that shoots missiles. No sweat!! There is a trick that will get you past this robot every time. Walk slowly toward it and stop when it prepares to fire a missile. As soon as the robot fires the missile, jump over the missile and then run forward. The robot will jump over you when you do this. At this point you collect your extra life, and do it again to get out of the dead end. This sounds complicated, but with a little practice it becomes easy.

▸ To get another extra life, head for either the Death Star Hangar, or the Control Room and use the door to leave and then come back in. The extra life (and all of the health spheres on this level) will be reset.

▸ The fixed gun emplacement at Sector 6-E is tough because the gun is pointed directly at the door to the elevator. If it looks like you are going to get hit on the way out of the door, start pressing up on the joypad before the door opens all the way. This will send you back down again without getting hit.

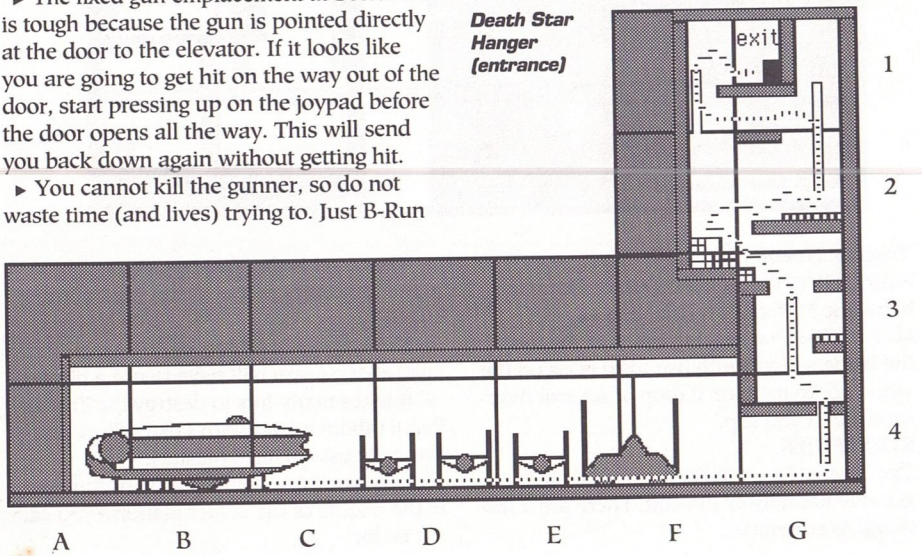
▸ You cannot kill the gunner, so do not waste time (and lives) trying to. Just B-Run and jump over him/her (nobody ever said that Stormtroopers were male). If you get hit once or twice in the process, don't worry too much, because there is a Health Sphere to the right.

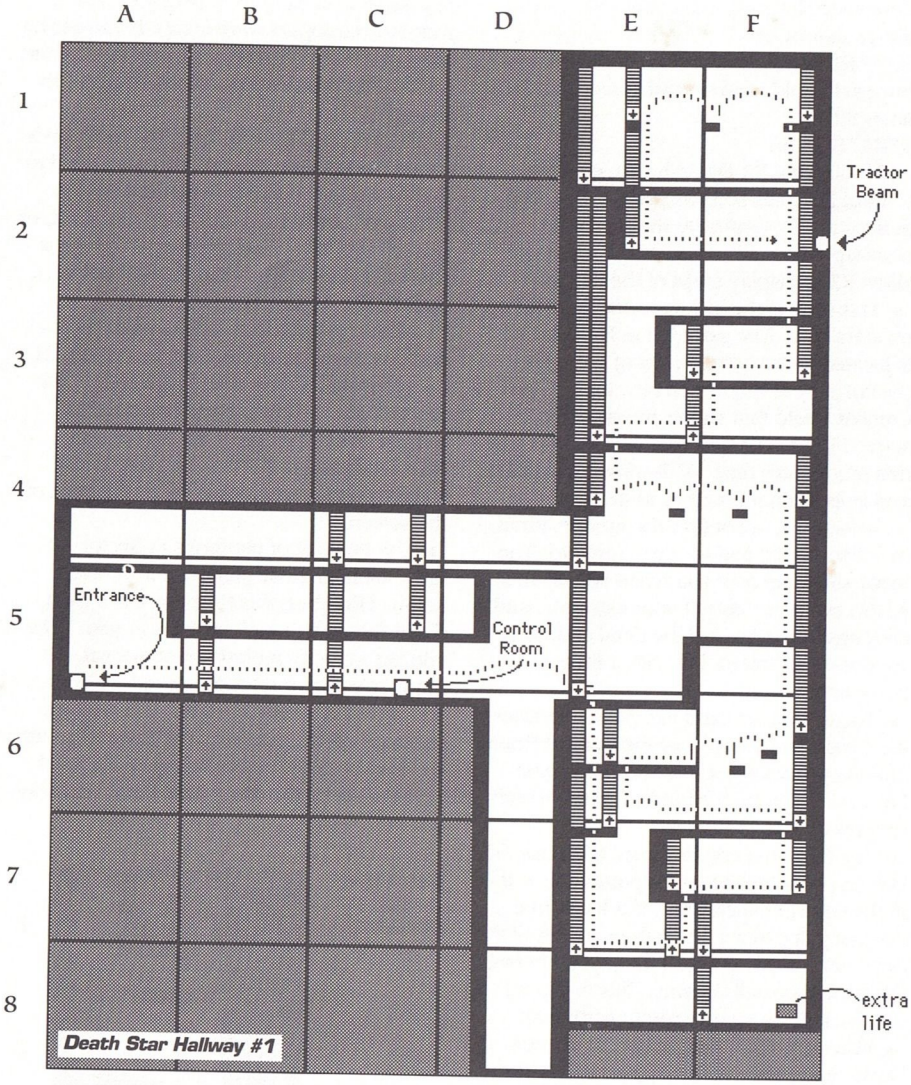
▸ Be prepared to stop! After the long elevator on the far right (Sector 4-F), you need to B-Run and jump to a tiny platform in the middle of nowhere. If you jump too short, or skid off the other side, you not only take a nasty fall, but you have to go all the way back to the beginning of the level.

▸ At the first platform you jump to a second one that you can not see to the left. At the second platform, if you look to the left you will see..nothing. Here you need to remind Luke to let go of his senses, and trust his feelings. B-Run and jump to the elevator platform which is off to the edge of the screen.

▸ The final set of platforms at Sector 1-F are similar to those platforms four levels below. However, this time there is a flying droid that will launch missiles at you. When you get to the first platform of this set, get ready to jump or duck the missile. If it hits you, it will not only hurt, but you will get bounced off the platform and have to go all the way back to the beginning of the level. Try and shoot the droid from here, you may not be able to see it, but it's there!!

Death Star Hanger (entrance)





Tractor Beam:

OBJECTIVE: Destroy the Tractor Beam to allow the Millennium Falcon to escape.

HAZARDS: Two moving lasers at the top of the ladders along with two fixed guns on the sides, not to mention a drop of several thousand feet if you slip.

STRATEGIES:

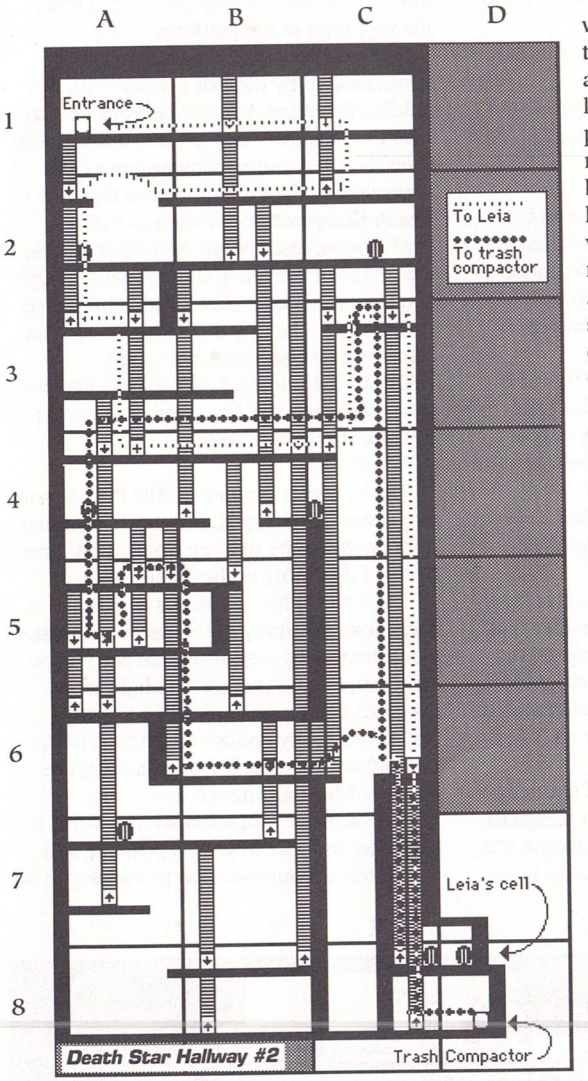
The Tractor Beam looks impossible, but is actually not terribly difficult. There are a few things to remember:

▸ The target is the glowing circular object in the top-center of the screen (and nothing else!!).

▸ The target is shielded against your lightsaber, so you will have to use a blaster.

▸ It takes many hits to destroy the Tractor Beam (about twelve with Luke's Gun, and about six using Han's blaster).

▸ Take your time. While you are standing in the middle of the center platform you cannot be hit.



▸ Another possible strategy would be to make your way to the very top of any ladder, shoot at the target, land back on the ladder you were just on (by pressing up), then jump to the neighboring ladder avoiding the blast down from the moving laser on top. Climb back to the very top of the ladder and repeat this cycle.

Hallway #2: "The Princess — she's scheduled to be terminated!"

OBJECTIVE: Rescue Princess Leia and escape to the Trash Compactor.

HAZARDS: Imperial Droids and Stormtroopers, and a labyrinthine network of elevators.

STRATEGIES:

▸ The biggest danger here is getting lost. Study the map closely. Follow the path to Princess Leia and then onto the exit.

▸ Be ready for blaster fire as you step out of the elevators — all types of Stormtroopers are waiting by these doors throughout the level.

▸ Learn to jump in time with the Stormtroopers' bullets. This can be very important when trying to get through an area with multiple enemies.

▸ Don't stop shooting when you find yourself pinned down in a cross-fire, and never waste your time with the Troopers behind the mounted guns, but concentrate primarily on the ones out patrolling the area.

▸ Watch your Health meter closely, while the bullets may do a limited amount of damage, this can add up very quickly. Try switching off between Han (if he's in your team) and Luke if you find yourself getting low. The Health Spheres are sparse, but the strength of two characters will get you through.

▸ Don't fall!!

▸ There are many possible patterns, but the one to use might be: wait for the blast down from the left ladder on the right side of the screen, then jump directly from the center platform to that ladder. Climb up to the height of the target and jump off the ladder, shooting on the way down. If you have not gone too high, and you can land back on the center platform without taking damage, you can get several hits in one pass.

Trash Compactor (before): The only way out is up!
OBJECTIVE: To reach the entrance to the Trash Compactor in one piece.
HAZARDS: An assortment of Imperial Droids, Metal Crunchers, and spikes located on the ceilings, walls, and floors.
STRATEGIES:

▸ This level has Vacuum Tubes and Conveyor Belts to help you get around. Holding down the A-Button while you're in midair will extend the distance you can travel. You MUST do this to get to the tall platform at Sector 1-D.

▸ None of the droids can be destroyed in this level, so avoid them at all costs. The best way to get around them is to watch their movements and proceed when they are going away from your character.

▸ There is a Health Sphere located in Sector 2-G if you've sustained damage on the way up.

▸ Always jump in the direction a conveyor belt is moving in. Getting to the ladder that takes you to the upper level (Sector 2-G), can be done easily by simply running and jumping WITH the conveyor belts located at the various platforms below (Sectors 2-E, 2-F, 3-E, 3-F).

▸ Watch the timing of the Metal Crunchers at Sector 2-C and 2-D. Make your jumps to the bottom as it makes its return ascent. On the second one, be very careful not to jump too soon. Make the leap just as you reach the very edge of the platform.

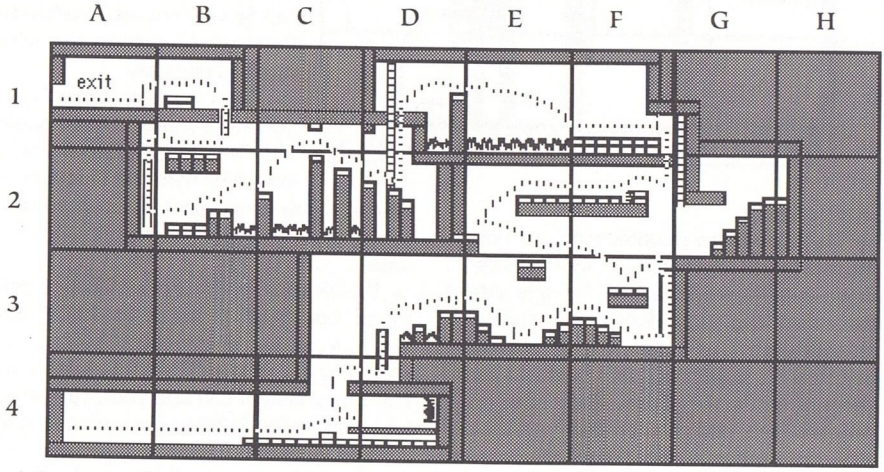
▸ You can get by the fast moving Probe Droid located by the exit (Sector 1-B), by holding down the A-button as your character uses the Vacuum Tube to carry you up. You should have enough momentum to carry yourself over the droid and onto the exit!

Trash Compactor: "What a wonderful smell you've discovered" and what terrible danger! As if the rising slime wasn't enough, you'll soon discover that it's also inhabited.
OBJECTIVE: Destroy the Trash Compactor Monster to trigger the exit to open.
HAZARDS: Gallons of ever-increasing green slime with one very large and very dangerous one-eyed Trash snake.
STRATEGIES:

▸ Get to higher ground! While the Monster may seem like the greater danger, your first priority should be to jump up the platforms to avoid drowning in the green slime.

▸ Since the lightsaber needs to be used in such close proximity of the enemy, a blaster is recommended here (use Han Solo if you have him in your group). The lightsaber, however, can be quite effective if you're skilled and lucky enough to get in close for a hit, and not get knocked off your platform from the Monster's attack.

▸ The Monster's attack is simple — it'll try to surface as close to you as possible and then lurch in your direction to knock you off



Trash Compactor (before trash boss)

your platform and into the slime below. Its weak spot is it's eye; direct all of your attacks on it for a speedy escape.

▸ Watch the Monster! Follow the Monster's movements and attack patterns. It tries to surface as close to your character as possible. Because of this it's helpful to try and guess when it'll attack. MOST of the time you can predict the Trash Monsters' attack by noticing his sudden back and forth movement directly underneath a platform you're on or were just on. Once you see this jerking movement, jump to an opposing platform and start firing!

▸ Keep moving! The Monster has been known to rise out of the muck suddenly without warning and attack. Be prepared to jump to other platforms on short notice.

Trash Compactor (after): You've escaped the Trash Compactor, now it's onto the Millennium Falcon and away!

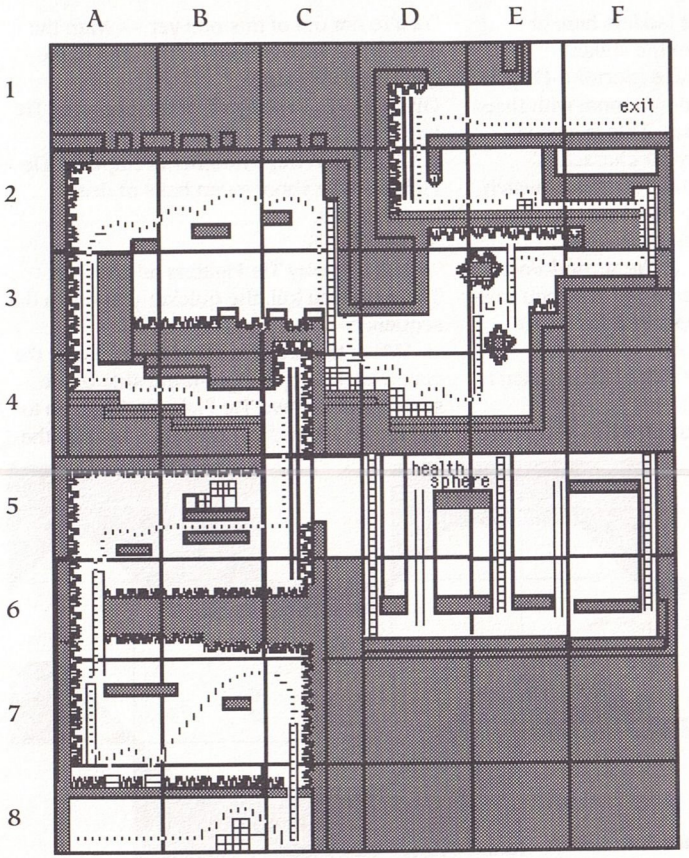
OBJECTIVE: Get to the Millennium Falcon located at Sector 1-F.

HAZARDS: All types of Stormtroopers, Large Sized Combat Droid, and spikes lining the ceilings, walls, and floors.

STRATEGIES:

▸ This level requires a lot of B-Runs and jumping. If you have rescued Princess Leia, use her here as her long-distance jumping ability will help out.

▸ You CAN reach the platform on the bottom of the second level (the second platform shown in the top of Sector 8-A) safely in ONE jump! To do this you have to B-Run your way to the first Vacuum Tube and HOLD DOWN both the B- and A-buttons — then move your character over the first platform you encounter and down to the small platform below.



Trash Compactor (after trash boss)

▸ If you are using Princess Leia, you can have her land on the first platform in Sector 7-B and then proceed via the higher platform to the left. This will avoid hits from the Stormtrooper gun emplacement that fires at characters as they come up the vacuum tube in Sector 7-A. She is the only character that can make this jump.

▸ There is a patrolling Stormtrooper blocking your way in Sector 5-B. Be ready for his bullets (by either shooting a blaster, or have Luke try and deflect the blasts with his lightsaber) after your Leap O' Faith from the platform before (Sector 5-A).

▸ A secret hallway leading to a rarely used section of the Death Star can be found in the space between the spikes along the right hand wall of the long vacuum tube in Sector 5-C. Be careful not to touch any part of the spikes!!

The Secret Area:

▸ Jump on and off the ladders here or you'll take damage from the spikes!

▸ The first Vacuum Tube (Sector 6-D),you encounter will take you to a room with three full-sized Health Spheres. This is a good location to bring all of your characters' Health Points up. Just take a sphere, switch characters, take another, and switch characters again to get the last one.

▸ Don't bother going up the second Vacuum Tube (Sector 6-E) as it will take you to a room with a Stormtrooper at a fixed Gun Emplacement. He's guarding only one Health Sphere, and the risk of damage isn't worth it.

▸ Hold down the A Button when you make the jump up the Vacuum Tube at Sector 4-A. This will allow you to reach the platform right past the spikes in Sector 2-A.

▸ There is a trick to get past the Large Sized Combat Droid at Sector 2-E every time. Walk slowly toward it, and stop when it prepares to fire a missile. As soon as the robot fires the missile, jump over the missile and then run forward. The robot will jump over you when you do this.

▸ Be aware that there is a Stormtrooper with a Gun Emplacement at the exit to the Millennium Falcon (in Sector 1-E). He's guarding an extra life along with your only way out. A great deal of jumping over his bullets and maneuvering will get you past him.

MILLENNIUM FALCON™ GUNNER

'You're not out of this one yet' — Man the guns of the Millennium Falcon and make good on your escape.

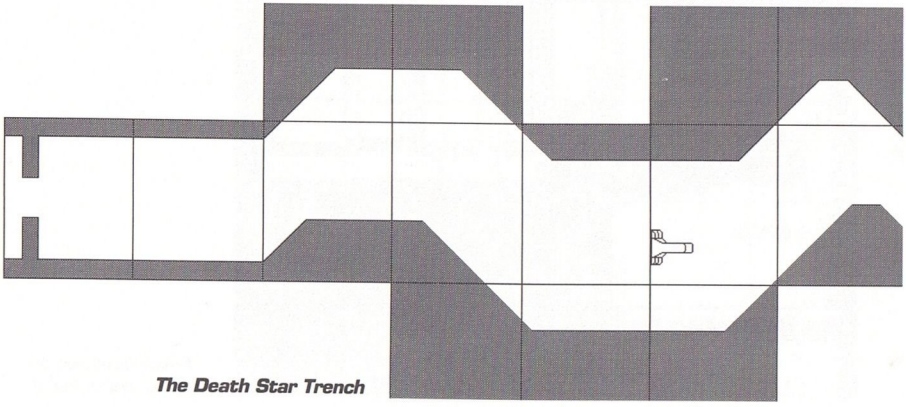
OBJECTIVE: Destroy all of the pursuing Tie Fighters.

HAZARDS: A huge number of Imperial Tie Fighters who shoot green balls of death lasers at you.

STRATEGIES:

▸ Kill as many Tie Fighters as possible. The more you kill, the quicker you finish the sequence.

▸ When the sequence first starts, move the cursor to the upper right-hand side of the screen and kill two Tie Fighters. Then go to the upper left and kill two, then back to the



The Death Star Trench

upper right, then back to the upper left. Then move to the middle of the screen, a little down and to the left and kill the next two. This way, you should be able to kill the first ten Tie Fighters every time.

▸ Don't bother aiming your cursor on a target that you want to hit. You'll do much better attempting to hit them with the beams that shoot toward the cursor. This way you can hit two or more targets at once and you increase the effective area of each shot.

▸ If a Tie Fighter starts circling around the screen at close range, kill it fast before it can do some serious damage. You don't have a very good chance of destroying any bullets it fires at such close range. If the choice is between losing one shield and killing a Tie Fighter, destroy the Tie Fighter.

▸ It's better to aim primarily for enemy fire and defend the ship. Usually, your shots will hit the enemy Tie Fighters accidently.

▸ There is one good cursor position for each pattern of attacking Tie Fighters. There are only about six to seven patterns, and each pattern has a cursor position that will destroy enemy fire and usually kill one or two Tie Fighters. The cursor positions have to be learned by experience. If you know these positions you can move the cursor very little and still kill many more Tie Fighters.

X-WING™

You're in the cockpit of Luke's X-Wing on its way to defend the Rebel Base and destroy the Death Star.

OBJECTIVE: To destroy all of the intercepting Tie Fighters blocking your way to the Death Star.

HAZARDS: A huge number of Imperial Tie Fighters who shoot green balls of death lasers at you.

STRATEGIES:

▸ The sequence won't end until enough Tie Fighters are destroyed. The more you kill, the sooner you'll reach the Death Star.

▸ As soon as the sequence starts, go to the upper right hand corner of the screen and auto-fire. You will kill thirteen Tie Fighters automatically. Learn to recognize this pattern. When you see it, return to the upper right-hand corner of the screen and kill thirteen more.

▸ After the thirteen Tie Fighters die, the Tie Fighters will go into a pattern that will force you to leave the upper right-hand corner of the screen. Now, you can do a number of things:

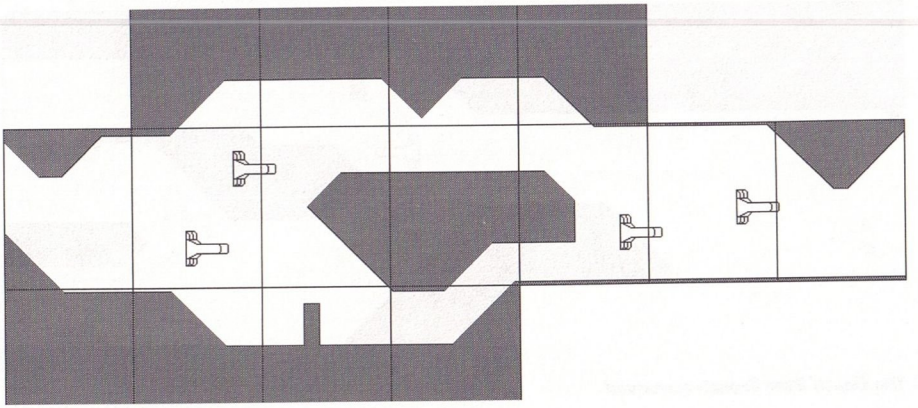
a) keep the cursor at the top of the screen and attempt to shoot the majority of the enemy fire until the thirteen kill pattern appears;

b) go down as far as possible, avoiding enemy fire until the thirteen kill pattern appears;

c) free for all, kill and waste the enemy while avoiding enemy fire until the thirteen kill pattern appears.

No matter what your tactics, you should return to the upper right corner of the screen to try to force the thirteen kill pattern to appear.

▸ It takes approximately 60 Tie Fighter kills to finish the level. The sequence is



actually more fun if you count the kills.

▸ Most of the tips for Falcon Gunner don't work for the X-Wing. Use the cursor of the X-Wing for aiming. Although the beams occasionally kill things, they aren't very reliable.

▸ Always auto-fire, just keep shooting through the entire level.

▸ If you have picked up R2-D2 on Tattooine, you'll discover his true value here as he'll regenerate some of your lost shields.

DEATH STAR™ TRENCH

This is the top-down view of the X-Wing and the last stage of the Game.

OBJECTIVE: To pilot your ship through the Death Star trench, and shoot your photon torpedoes (A-Button) into the exhaust port at the end.

HAZARDS: Tie Fighter Interceptors that appear randomly and Mounted Gun Emplacements line the walls. Also due to the great speeds at which your ship is flying, collision with any of the walls or towers will result in death.

STRATEGIES:

▸ Pull back!! Do not accelerate!! Since you're flying through fast already, it helps to keep your ship pulled back to the bottom of the screen. This gives you more time to see what's ahead of you so that you might avoid crashing into the winding trench walls or towers.

▸ Study the Maps: The trench path will shift and veer suddenly in several different areas, be prepared for this, and take the straightest route possible.

▸ If a Tie Fighter comes on screen, maneuver around it so it will be in front of your ship and blow it to smithereens!

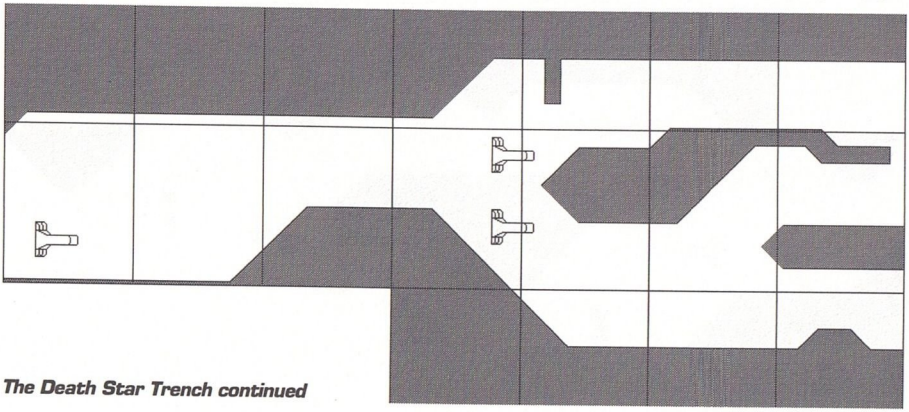
▸ Keep firing!! Again, ammo costs nothing, and any stray shot you might fire could hit a Gun Emplacement or a Tie Fighter before they become an immediate threat to your ship.

▸ Suggestion: the right hand path through the trenches has less dramatic turns and may make for an easier run through the trench. Be aware, however, that the towers appear more frequently and closer together, thus, quicker maneuvering is also required.

▸ Once you've reached the end, start blasting with the A-Button. You will surely release your photon torpedoes this way and destroy the Death Star. If you miss, your ship will return to the beginning of the trench path so that you make another pass.

ROGUES GALLERY

Rasta Aliens: Found in the Purple Cave and Obi-Wan's Cave. These aliens are dangerous predators that keep to themselves in the caves of Tattooine. They shoot out deadly spikes in wide, three-pronged bursts from their abdomen. You can tell when it's going to attack, as it first stops, then a slight portion of it's mid-section will start flashing, and then it releases it's weapons. Their attack does, however, have a



The Death Star Trench continued

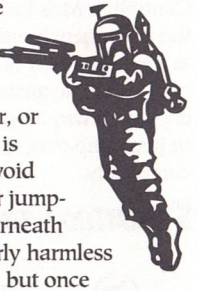
"hole" where your character can safely shoot back and kill it. Position your character about three jumps away from the creature, crouch down and shoot. The middle spikes should fly just over your head, while the lower spikes travel safely underneath.

Bugs (Flying Insectoids): Found in Obi-Wan's Cave and the Purple Cave. The best tactic here is to simply avoid them, shooting randomly when you can. If you stop to catch your breath they WILL group up and destroy you. Your lightsaber can also be effective; one swing sometimes taking out two or three at a time.

Womp-Rats: Found in the North Green Cave, these small, dog-like creatures disguise themselves in rock formations inside the caves of Tattooine. This is the best time to destroy them as, once they break their shell, they will run around you at fast speeds, biting fiercely! You can tell a Womp-Rat is ready to strike when you see the rocks quiver and shake. However, attack them from a distance as the rocks themselves can also cause damage.

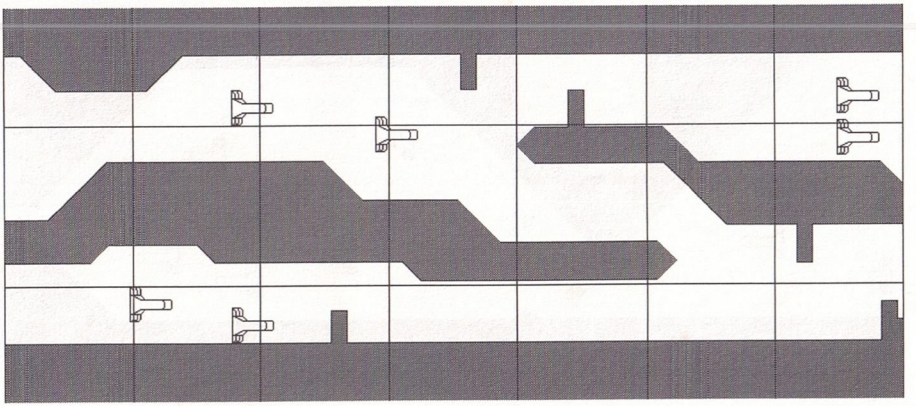
Sandpeople: Found in the Purple and Brown Caves, these fierce Tusken Raiders are extremely dangerous and should not be approached directly. When challenged, the Sandpeople will fly into a rage and begin an extremely quick and deadly attack. Because of their speed and thick body armor, your best bet is to find some safe position where they can't reach you and kill them from afar.

Bounty Hunters: Found in Mos Eisley. From the Boba Fett class bounty hunters, these fearsome killers are hard to avoid and even more difficult to destroy, but not impossible! Having Han's blaster, or Luke with his lightsaber, is extremely useful here. Avoid them if possible by either jumping over or running underneath them. They will seem fairly harmless until you fire upon them, but once attacked they will fire-up their jet packs and rain death on you from above. If this happens, try running underneath them when they are at the highest point of their flight, the bullets won't be able to reach you, and you might be able to escape.



Jawas™: Found in the Sandcrawler and Mos Eisley. These short, brown-garbed scavengers may not look like much of a threat, but can pack quite a blow to your hero. They tend to move extremely quickly back and forth, shooting three blasts from their powerful handgun, usually as they are jumping or running down from above. The best tactic would be to either squat behind some barrier and wait for the Jawa to turn it's back to you, or to jump and dodge it's bullets while you lay into him with yours.

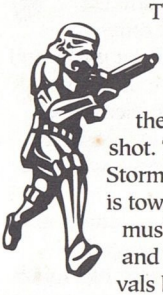
Purple Alien: Found in the Cantina in Mos Eisley, this alien race is known for it's



long range blaster weapons as well as their indestructible outer skin. The best tactic is to simply avoid them.

Green Alien (Greedo): Found in the Cantina in Mos Eisley. Greedo, one of Jabba the Hut's henchman, may seem dangerous at first, but really is nothing more than a nuisance. The tactic with Greedo is to either edge your way along, killing them as you go, or just jump over them and ignore them completely.

STORMTROOPERS™



There are three types of Imperial Troopers throughout the game. Most can be destroyed and they all shoot three blasts in a shot. The best time to destroy Stormtroopers, is when their back is toward you. Otherwise, you must leap to avoid the bullets and blast at them in the intervals between.

Regular Stormtrooper: Walks back and forth in his assigned area. Located in Mos Eisley, Docking Bay 94, and throughout the Death Star.

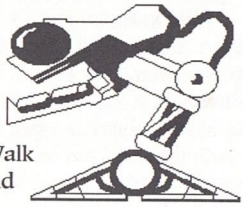
Lay-Down Stormtrooper: Lies on his stomach to attack. Can be destroyed by crouching and shooting.

Stormtrooper with Mounted Gun: Can NOT be destroyed (usually protected by walls or boxes, etc.). Predictable but deadly.

DROIDS

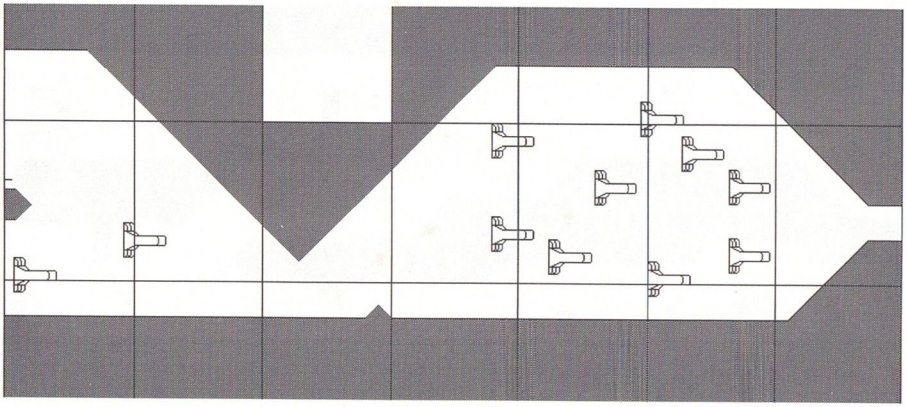
Found throughout the galaxy, droids are a fairly common nuisance to encounter. In a variety of shapes and sizes, some shoot weapons and others just patrol an area, yet all of them have certain basic characteristics. They are all deadly to the touch and they are all indestructible to blaster fire and even a lightsaber! The best strategy to use whenever dealing with a droid is to just go around and ignore them.

Large Sized Combat Droid: Found in the Death Star Hallways, and the area after the Trash Compactor. There is a trick that will get you past this robot every time. Walk slowly toward it, and stop when it prepares to fire a missile. As soon as the robot fires the missile, jump over the missile and then run forward. The robot will jump over you when you do this.



Box-Shaped Droid: Found in the Sandcrawler on Tatooine and the area before the Trash Compactor. Plunders along back and forth over its assigned area. Just avoid contact with it.

Round Red Droid: Found in the Sandcrawler on Tatooine and the Death Star, Hallway #2. Rolls along back and forth over its assigned area. Just avoid contact with it.



Tall Blue Droid: Found in the Sandcrawler on Tatooine and the area before the Trash Compactor. Rolls along back and forth over its assigned area. Shoots a long range blast at random intervals. Avoid contact with it.

Fast-moving Probe Droid: Found in the Death Star, Hallway #2, and in the area (before the Trash Compactor). Speeds along back and forth over its assigned area. Just avoid contact with it.

Small Size Droid: Found in the Death Star, Hallway #1, Hallway #2, in the Cell block, and in the area before the Trash Compactor. This robot is a lot more dangerous than it looks. When approached, it will raise itself up and emit a jolt of deadly energy in your character's general direction. Don't go too close to these little guys and just jump over them.

Wall Crawler Droid: Found in Hallway #1 and #2 of the Death Star. This droid is extremely deadly and can shoot missiles at you from great distances. Uniquely, it CAN be destroyed. The best strategy is to keep your distance, wait for it to reveal itself, dodge its missile and blast away!

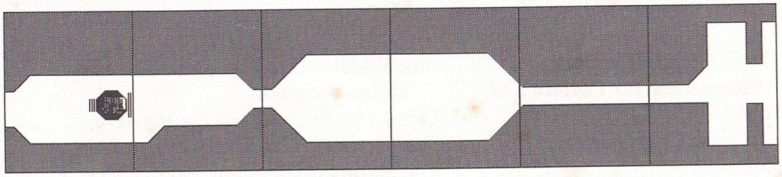
Dripping Acid: Found in the Blue, Purple, and Green caves of Tattooine. The Caves are filled with the deadly dripping of an all natural acid that eats away at skin and armor alike. Avoid damage by timing the drips for safe passage underneath.

Space Slugs: Located in the Green Cave (East) and the Purple Cave. A native to the caves of Tattooine, these creatures can be fairly dangerous if you come in contact with one. Quick for their size,they generally move in a back and forth pattern, making them predictable and easy to kill. Crouch down and blast away, or swing your lightsaber to do them in.

Vacuum Tubes: Found throughout the Death Star, and certain areas of Tattooine (the Sandcrawler and Docking Bay 94). These chutes provide a quick and easy way to move upward through different levels of an area. By B-Running and jumping onto a chute, then holding down the A-button at the same time, you will be able to increase your traveling distance. While your character is flying through the air due to travel through a Vacuum Tube, he is invulnerable to falling damage. For this reason, try to keep your character up in the air as long as possible.

Conveyor Belts: Found throughout the Death Star and certain areas of Tattooine (the Sandcrawler). Use conveyor belts to propel yourself along through the levels. By B-Running and jumping onto a belt, then holding down the A-button at the same time, you will be able to increase your traveling distance. To go in the opposite direction of a belt, jump your character along instead of walking or running, making as little contact with the belt as possible.

Metal Crunchers: Found in the Sandcrawler and the area before the Trash Compactor, these devices are used to pound metal down into scrap. Unless you use careful timing and jump past them while they



The Death Star Trench continued

are on their upward ascent, your character could be mashed too!

Spikes: In most of the Caves on Tattooine lies an all-natural and all-deadly formation that can spell certain doom for any character that falls into the cave. A quick jump is the only possible way to save yourself. These spikes were so effective on Tattooine, that the Empire built metal counterparts to them throughout the Death Star levels. Not only were these spikes on the ground, but cover walls and ceilings too! So watch it!!

Cave Entrances: Access to the caves of Tattooine can be gained by driving your Landspeeder into any of the darkened holes throughout the desert. Be careful though when you're leaving the caves, as you can never be too sure what danger is near your speeder (such as Gun Emplacements, Probe Droids, etc.).

Gun Emplacements: The Empire has positioned a number of auto-firing gun emplacements throughout Tattooine desert. It fires two blasts at a time, giving you and your Landspeeder enough time to slip past while it reloads.

Radar Turrets: Throughout all of Tattooine desert are immobile, Imperial radar posts that will do damage to you and your Landspeeder if you collide with them. Avoid them when possible.

Probe Droids: Centered mostly just outside of Mos Eisley (they have also been seen elsewhere in the desert), these roaming Imperial Probe Droids are programmed to kill and will fire as soon as your Landspeeder comes into range. Your best bet is to step on it and get to where you're going in one piece.

Banthas™: Located around the Tattooine desert, Banthas are the transport for the Tusken Raiders. These large, furry behemoths can make scrap metal of your Landspeeder should you collide with one of the Sandpeople's beasts.

SCORING

Pick up Faster Blaster:	3%
Pick up Han Solo:	3%
Pick up LightSaber:	3%
Pick up R2-D2:	3%
Pick up Obi-Wan:	5%
Pass Asteroids:	10%
Control Room Hook-Up:	3%
Disable Tractor Beam:	10%
Rescue Leia:	5%
Defeat Trash Monster:	10%
Survive Falcon Gunner:	10%
Survive X-Wing:	10%
Complete Trench:	15%
Complete Game w/ all:	10%
Total:	**100%**

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